Playing **with** a Trader Nation

(And with Trade Routes necessarily)

or

Playing **without** a Trader Nation ✕

But including Trade Routes

then choose a common set

✓ Cards with
✕ Cards with
✓ Cards with

Playing **with** Horizons

Deck Setup (2p / 3p / 4p)
Main deck: 36 / 41 / 43
deck: KoK + 7 / 8 / 9
deck: + 6 / 7 / 8
deck: + 6 / 7 / 8
deck: + 6 / 7 / 8

Card Count (2p / 3p / 4p)
9 / 9 / 9
17 / 20 / 21
12 / 13 / 15
13 / 14 / 14
9 / 10 / 11
8 / 10 / 12
8 / 9 / 9

✕ Cards with
✕ Cards with
✓ Cards with

Playing **with** Classics or Legends

Deck Setup (2p / 3p / 4p)
Main deck: 37 / 42 / 44
deck: KoK + 7 / 8 / 9
deck: + 6 / 7 / 8
deck: + 6 / 7 / 8
deck: + 6 / 7 / 8

Card Count (2p / 3p / 4p)
9 / 9 / 9
18 / 21 / 22
12 / 13 / 15
13 / 14 / 14
9 / 10 / 11
8 / 10 / 12
8 / 9 / 9

Playing **without** a Trader Nation ✕

And without Trade Routes ✕

✕ Cards with
✓ Cards with
✕ Cards with

Playing **with** Horizons

Deck Setup (2p / 3p / 4p)
Main deck: 34 / 37 / 38
deck: KoK + 6 / 7 / 8
deck: 6 / 7 / 8
deck: 6 / 7 / 8
deck: 6 / 7 / 8

Card Count (2p / 3p / 4p)
8 / 8 / 8
18 / 21 / 22
12 / 13 / 15
12 / 13 / 13
10 / 11 / 12
8 / 10 / 12

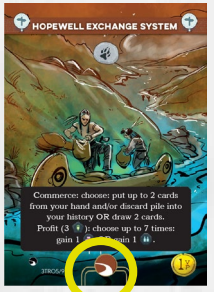
✕ Cards with
✕ Cards with
✕ Cards with

Playing **with** Classics or Legends

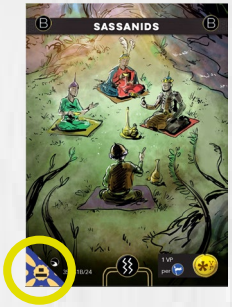
Deck Setup (2p / 3p / 4p)
Main deck: 34 / 37 / 38
deck: KoK + 6 / 7 / 8
deck: 6 / 7 / 8
deck: 6 / 7 / 8
deck: 6 / 7 / 8

Card Count (2p / 3p / 4p)
8 / 8 / 8
18 / 21 / 22
12 / 13 / 15
13 / 14 / 14
9 / 10 / 11
8 / 10 / 12

Trade Routes

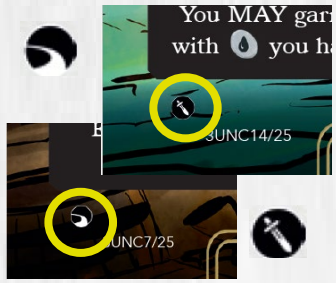

HOPEWELL EXCHANGE SYSTEM
Commerce: choose: put up to 2 cards from your hand and/or discard pile into your history OR draw 2 cards.

Trader Nation



Welcoming added to Fame deck,.

Trading or Ruthless



Black sword icon at bottom left corner = **ruthless** common cards for Horizons.

The 9 **ruthless** common cards are:
Triremes, Tyranny, and Smugglers
Protection, Warfare, Pirates, and River Raiders
Illyrians and Tyrrhenians

Black road icon at bottom left corner = **trading** common cards for Horizons.

The 8 **trading** common cards are:
Warehouse, Imports, and Nabataean Kingdom
Barter, Seaport, and Trade Post
Punt
River Delta

Welcoming is also a , added to Fame deck when playing with the Trade Routes expansion.

Brown road icon at center bottom = **Trade Route** suit.

The 9 common **Trade Route** cards are:
Cornwall Tin Road, Lapis Lazuli Trade, Swahili Coast, Philippines Jade Trade, Baltic Amber Road, Andes Highway, Hopewell Exchange System, The Nile Corridor, and Mediterranean Circle (3P+ only)

Most of the **trader nations** have in-deck Trade Routes, but these only enter play if those nations are included.

The **trader nations** are: Abbasids, Aksumites, Guptas, Sassanids, Tang, and Wagadou.

When playing with the **Trade Routes expansion** , each player also starts with a two-sided **Merchant card** that allows for interacting with the Trade Routes in new ways.

The **Trade Routes expansion** can be added to any game with any commons set, and at any player count. It **must** be added to games with one or more of the 6 trader nations. The expansion adds 8-9 Trade Routes cards to the common set (depending on player count) and 1 card to the Fame deck.

If added to a game with **Classics or Legends**, the Trade Routes expansion requires no additional modification of the common cards from those sets.

If added to a game with **Horizons**, it is recommended that you swap **in** the 8 trading common cards (and Welcoming) and swap **out** the 9 ruthless cards.

The **Horizons common set** can also be played without the Trade Routes expansion (and necessarily **without** any of the six trader nations) by swapping **in** the 9 ruthless cards and swapping **out** the 8 trading cards (and Welcoming).

Relative to Classics and Legends, this creates a commons set that is more negatively interactive between players.